

1933

Industrial Design (4th Year): Technical School Examinations 1933

Department of Education: Technical Instruction Branch

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COURSES IN ART.

(109)

AN ROINN OIDEACHAIS.

(Department of Education.)

BRAINSE AN CHEÁRD-OIDEACHAIS.

(Technical Instruction Branch.)

TECHNICAL SCHOOL EXAMINATIONS.

1933.

INDUSTRIAL DESIGN.

(Fourth Year.)

Monday, May 8th—6 to 10 p.m.

Examiner—OSWALD REEVES, ESQ., A.R.C.A. (Lond.).

Co-Examiner—P. O'SULLIVAN, ESQ., A.R.C.A. (Lond.).

GENERAL INSTRUCTIONS.

Enter your Examination Number and the subject of Examination on your envelope and on each sheet of paper sent in, but do not write your name on any of them. No credit will be given for work upon which your name is written or upon which your Examination Number is not written.

You must not, under any circumstances whatever, speak to or communicate with another candidate; and no explanation of the subject of the examination may be asked for or given.

You must remain seated until your work has been taken up, and then leave the examination-room quietly. No candidate will be allowed to leave before the expiration of twenty minutes from the beginning of the examination, and no candidate will be re-admitted after having once left the room.

If you break any of these rules, or use any unfair means, you are liable to be dismissed from the examination, and your examination may be cancelled by the Department.

Four hours are allowed for this paper. Worked exercises, unless previously given up, will be collected at 10 p.m.

INSTRUCTIONS.

Read the General Instructions on page 1.

According to the craft in which you specialise, select *one* of the following subjects and make a workmanlike design. Also write a brief description of the technical process of executing the design in the material, and add three sketches of historic examples showing qualities in design that guide you in your own work.

1. STAINED GLASSWORK.—Design a panel of leaded glasswork for a semicircular window in a private music room, having a south-west aspect. It should measure approximately three feet six inches across, and must be drawn to the scale of one-fourth.

2. ENAMELLING.—Design a rectangular enamel, either champlevé, cloisonné, or painted, about eight inches by five inches, for a panel in the door of a small wooden cabinet. Add the metal framing required for attaching it to the wood panel. Draw full size.

3. NEEDLEWORK.—Design a breakfast traycloth of blue linen with restrained embroidered enrichment signifying "Dawn." It should measure about 18 inches by 12 inches, and must be drawn to the scale of three-fourths.

4. METALWORK.—Design a card tray 12 inches in diameter, of hammered copper, with border enrichment chased and pierced. Draw full size.

5. JEWELLERY.—Design a bracelet of gold, providing a setting for an ancient Egyptian scarab of polished stone, having a flat circular back one inch in diameter, and a "square" edge $\frac{1}{8}$ inch thick. Draw actual size.

6. LEATHERWORK.—Design a case for a thermos flask 10 inches in height and $3\frac{1}{4}$ inches in diameter, bearing a device consisting of the initial letters R G and three ears of barley banded together. The construction of the case must be fully shown. Draw full size.

7. BLOCK-PRINTING AND WEAVING.—A design is required for a band of pattern about 15 inches deep, across the lower part of a casement cloth curtain 40 inches in width, to be either printed or woven. It must be a continuous repeating pattern, and the unit of repeat must not exceed 13 inches in width. Draw to a scale of two-thirds, one unit complete and sufficient of an adjacent unit to show the effect of the repeat.

8. *Any branch of craftsmanship not included in 1 to 7:*—Design any object that you know how to make, giving special attention to its constructive form. Enrichments should be interesting but must not be elaborate.